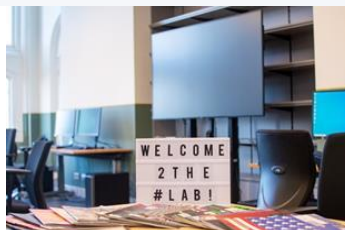




**Universiteit
Leiden**
Centre for
Digital Humanities
LUCDH Newsletter

4 April 2024 (2nd version)



The Leiden University Centre for Digital Humanities (LUCDH) is an inter-disciplinary centre that brings together students and faculty from across the Leiden community. [Read more at lucdh.nl](https://lucdh.nl). LUCDH also facilitates digital resources and offers advice on DH projects in the Digital Lab, P.J. Veth 1.07; more details at the end of this newsletter or at lucdh.nl/lab

LUCDH EVENTS & NEWS

Angus Mol, New Director of LUCDH

Associate Professor of Humanities, Angus Mol has been appointed director of the [Leiden University Centre of Digital Humanities](https://lucdh.nl) (LUCDH) with effect from February 2024. He succeeds former director Sjef Barbiers who becomes [scientific director](#) of LUCL.

LUCDH Lunchtime Speaker Series:

['Colonial Korean Print Shops through Computer Vision'](#)

Aron van de Pol (PhD LUCDH/LIAS)

Tuesday, 16 April 2024, 12:00-13:00

Location: The Digital Lab, P.J Veth 1.07 or

» [Online link via LUCDH Events channel](#)

Aron van de Pol will focus on the potential of computer vision in the realm of Korean historical research, with a special emphasis on the print shops that were active during colonial Korea; highlighting how computer vision and interpretability techniques are employed to examine a large collection of scanned texts from the colonial period.

» No need to register, please join us at 12:00 or use [Online link](#)

LUCDH Lunchtime Speaker Series:

['From Pixel to Caesar: Using Atlas.ti to discover the past in early digital games'](#)

Corine Gerritsen (PhD LUCDH/LUCAS)

Tuesday, 14 May 2024, 12:00-13:00

Location: The Digital Lab, P.J Veth 1.07 or

» [Online link via LUCDH Events channel](#)

Compared to video games of today, early digital games are technologically and visually constrained. However, that does not hamper their ability to create a setting of the past. In this talk, Corine Gerritsen shows how Atlas.ti can be used to make a qualitative analysis of the elements used by developers in their games and surrounding paratexts to bring the past alive.

» No need to register, please join us at 12:00 or use [Online link](#)

[Ammodo Science Award](#)

Researchers Angus Mol, Aris Politopoulos and Sybille Lammes, and Csilla Ariese from the Reinwardt Academy are thrilled to have won the award for research that is out of the ordinary in academia.

» Read more on this award helping to bring [cultural heritage to life through play](#).

Series Workshop 2024:

'Deep Learning for Beginners: How to Make a Computer Think like a Human'

[Aron van de Pol](#) (PhD LUCDH/LIAS).

6 & 20 Feb, 5 & 19 Mar, 2 & 16 Apr. (Specific [syllabus](#))

Contact Aron if you wish to know more about this series: [here](#).

Series Workshop 2024:

Introduction to Dialectometry 2024

Matthew Sung (LUCL/ LUCDH PhD Candidate)

27th Feb, 12th Mar, 26th Mar, 9th Apr, 23rd Apr

Contact Matthew if you wish to know more about this series: [here](#).



Playful Time Machines - Counterjam!

June 5, 6 & 7

Location: PJ Veth 1.07 and Online

June 5, 6, 7, Playful Time Machines will be hosting Counterjam!, a game jam themed around counterfactual play. Participants at any level of expertise are invited to join us as we explore possible pasts and carve fictional futures. Entries can be tabletop, hypertext, digital, RPG, or any other format, and participants will be guided by game experts in person.

All welcome to sign up!

[COUNTERJAM! – Playful Time Machines](#)

2-Day Workshop: Dialect Feature Detection

20 & 21 June 2024

Location: Digital Lab, P.J. Veth 1.07 & 1.01

We are excited to announce a DiFeDe workshop organized by the Re-examining Dialect Syntax Network (REEDs) and Leiden University Centre for Digital Humanities (LUCDH). This 2-day workshop will take place at Leiden University on Thursday 20 June and Friday 21 June 2024. This event is designed to foster collaboration among specialists in dialectology, computational linguistics, and corpus linguistics, with a focus on identifying dialect features from various semi-structured and unstructured sources. This workshop will provide an opportunity for researchers and research groups to reflect on theoretical and/or methodological problems and solutions related to automatic dialect feature extraction...

See: <https://www.universiteitleiden.nl/en/events/2024/06/dialect-feature-detection-workshop>

Counterfactual Game Design

August 28 & 29

Location: P.J. Veth 1.07

<https://playfultimemachines.com/cfp-counterfactual-game-design/>:

*Counterfactuals in games has started to catch the attention of various disciplines, aiming to understand just what pasts are (and are not) reckoned with. The fields of historical game studies, media studies and archeogaming have begun untangling the conceptual and theoretical underpinnings of counterfactual play to focus on player experience. In this two-day workshop held at Leiden University on **August 28th and 29th**, we aim to approach counterfactuals from the other side of the same coin: the processes at play in counterfactual game design and development. (Call-for-Papers deadline June 21.)*

OTHER EVENTS

Digital Skills Hub: Workshops for Students in the Digital Lab, P.J. Veth 1.07

E-mail: lucdh@hum.leidenuniv.nl to check there is a space for you!

Remaining workshop: **Documentary Making 17 Apr (10-13)**;

Teacher **Lunchbytes: Podcasts in Education**

Thomas Vorisek and Henk Kern

Thursday 11 April 2024, 12:00 - 13:00

Location: Lipsius, Room 1.13 (with lunch) or Online

More information and contact [here](#)

During this lunchbyte, you'll learn more about using podcasts in your lessons. Thomas Vorisek and Henk Kern will tell you all the ins and outs over this Digital Skills Podcating workshop, which gives students the tools to prepare, record and edit their own podcast based on a documented step-by-step plan. The language of instruction is English.

Save the Date!

CLARIAH CONFERENCE 2024

Date: **Thursday 13 June 2024**. Time: 9:30 - 17:00 (drinks until 18:00). Location: ECC Leiden.

DIGITAL LAB & STUDIO



Digital Lab PJ Veth 1.07

Drop-in sessions for all staff & students

Every afternoon*, 13:00 - 17:00 (Mon-Fri incl.)

During semester times you can drop in during open times without booking. Email us if you have questions or would like specific assistance with a project. See lucdh.nl/lab for a list of all research resources and the Digital Lab/Studio booking calendar.

*Occasional afternoons are reserved for special events.

Larger groups and workshops

Mornings, 9:00 - 13:00 (Mon-Fri incl.)

The Digital Lab is available for staff to reserve for teaching workshops related to digital skills.

Email: digital-lab@hum.leidenuniv.nl

Recording Studio in PJ Veth 1.06

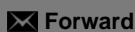
1) Email digital-lab@hum.leidenuniv.nl to arrange a 20 min tour if you haven't used our recording studio and equipment before.

2) When you're ready to record your podcast

» Check Digital Lab/Studio calendar here for available time slots.

3) Reserve your preferred time slot(s) in an email to digital-lab@hum.leidenuniv.nl.

4) Read these studio use guidelines.



Forward E-mail: lucdh@hum.leidenuniv.nl

Print copy available at [LUCDH newsletter pdf](#)

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